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# THE DÉJÀ VU HINT BOOK

KEMCO▲SEIKA

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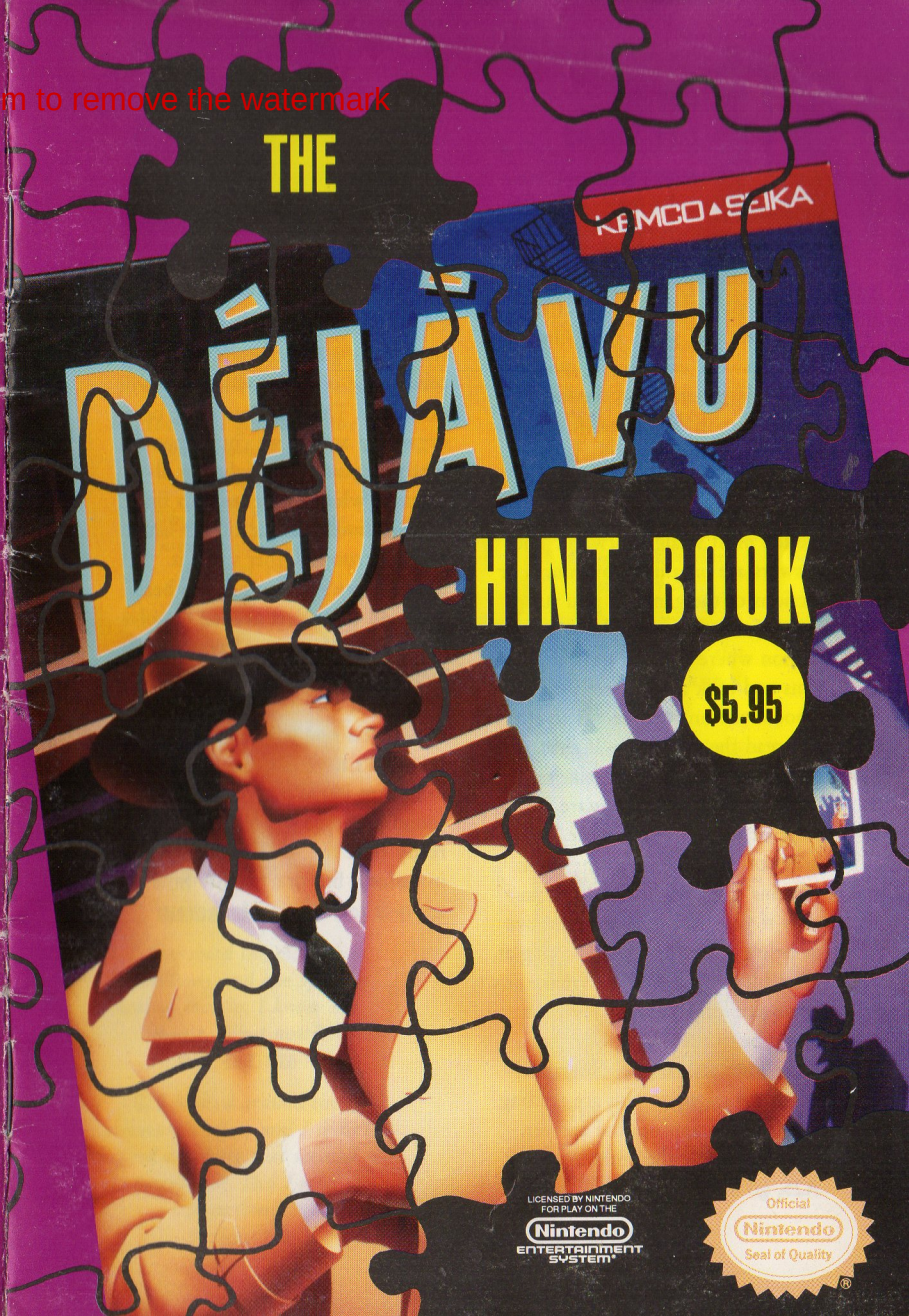

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# HOW TO USE THESE HINTS

**WARNING:** This book provides information that will help solve the game. Play Deja Vu first without using these hints. Use this Hint Book only when you are really stuck – or dead.

This hint book has been designed to give you the help you need without giving away more of the game than you want. Each hint has three answers, each giving more explicit information than the last. The answers are in three sets; A, B and C. The A answers are the least helpful and preserve most of the game mystery and the C answers are the most straightforward. The answers are organized by rooms or sections of the game. If you run into trouble or get stuck, go to the section where you are having problems and look at the questions. Choose the one that seems to apply and read the A answer. If that doesn't get you going again, read the B answer, and if you are still puzzled, read the C answer. The order of the answers in the three sections have been scrambled, so even if you read the answer above or below the one you're looking at, the odds are that it won't make any sense and your game enjoyment won't be spoiled. Just take the letter/number combination underneath the question you are reading and find the appropriate answer. For example, if the combination is A25, go to the Level A answers and read number 25. Good luck!

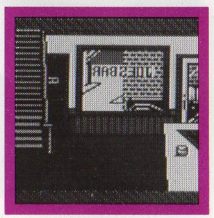
Oh, one more thing. Due to the nature of the game, there is no way to predict the order in which you will do things. The questions have been organized as best we could, but the hint that you need might not always be where you expect to find it. Sometimes the question is listed with the room. Other times it makes more sense to put it where you find the object needed to solve the puzzle. If you are having problems in a specific place and can't find a hint that helps, think about the objects you have found that you don't have uses for and look for a hint in the area where you found the item. Very often you already have the solution in your inventory, but don't know how to apply it to your problem.

### IN THE RESTROOM AT JOE'S BAR:

**1.** *Do I need anything from the bathroom stall?*
**A31, B51, C50**

**2.** *How do I get out of the bathroom stall?*
**A31, B56, C52**

**3.** *Why can't I leave the men's bathroom?*
**A35, B61, C61**



### INSIDE JOE'S BAR

**1.** *I examined the pictures in the hallway and one of them was of me. So, I know my name. What now?*
**A34, B57, C20**

**2.** *I looked around the secretary's office and I didn't find anything that seemed important. Did I miss something?*
**A6, B17, C56**

**3.** *How do I get through the door in the secretary's office if it's locked?*
**A36, B23, C59**

**4.** *I examined the body but I still don't know anything. Who is he and who rubbed him out?*
**A38, B26, C7**

**5.** *I found a pencil. Is it important to me?*
**A46, B33, C25**

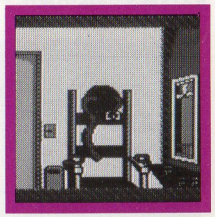
**6.** *Can I open the safe?*
**A23, B58, C42**

**7.** *How can I get the telephone to work?*
**A47, B39, C55**

**8.** *Is the wine cellar a dead end?*
**A8, B59, C37**

**9.** *Should I play the slot machines in the casino?*
**A37, B4, C60**

**10.** *How do I leave the bar through the front door if it's locked?*
**A12, B22, C24**



### IN THE WEIRD ROOM

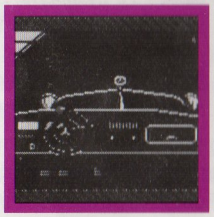
**1.** *I found some vials. Do they have anything to do with me?*
**A54, B16, C1**



## QUESTIONS

2. *I don't see anything in this room except the vials. Am I missing something?*
A28, B24, C38

3. *How do I get into the elevator?*
A13, B30, C4



### THE MERCEDES BENZ

1. *How do I get into the locked Mercedes?*
A42, B15, C3

2. *Once I'm in the car, what should I do?*
A52, B60, C44

3. *How do I stop the car from blowing up?*
A39, B37, C10

4. *I can't get the Mercedes key to open the trunk. What should I do?*
A15, B7, C39

### IN THE SEWER

1. *The sewer alligator keeps eating me! What can I do?*
A49, B12, C21

2. *Am I wasting my time wandering through the sewer?*
A44, B5, C34

### OUT ON THE STREET

1. *How do I stop the very angry but nice looking lady from shooting me?*
A50, B14, C35

2. *I try to strike a conversation with the newsboy but he doesn't hear me. How come?*
A51, B21, C32

3. *How do I stop the mugger from shooting me?*
A53, B36, C5

4. *Since I have a fondness for money, do I have to give the bum my twenty dollars?*
A55, B31, C45

5. *Why do I keep getting arrested?*
A29, B48, C47

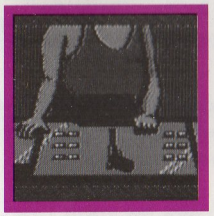
6. *Help! I was robbed! How do I get my money and gun back from that big thug?*
A9, B52, C53

### IN THE CAB

1. *How do I get around town in the cab?*
A40, B9, C2

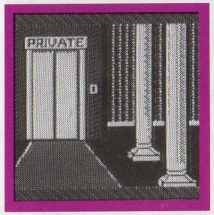
2. *How do I pay the cabbie?*
A56, B32, C14

3. *How do I pay the driver if I don't have enough money or if I'm out of money?*
A25, B8, C30



### PETE'S ALL NIGHT GUN PALACE

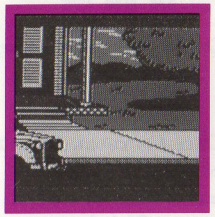
1. *Why does Pete shoot me?*
A24, B13, C48




### STANFORD ARMS

1. *How do I get into the elevator if there isn't a button to push?*
A43, B35, C33

2. *Is the photograph with the address on it important?*
A21, B42, C49

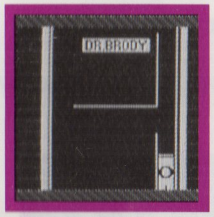


### THE BUNGALOW

1. *How do I get into the bungalow?*
A16, B53, C51

2. *Once I'm in the bungalow, what will I need?*
**A17, B43, C41**

3. *I can't figure out where I should go after I leave the bungalow. What's next?*
**A57, B28, C31**




### DOCTOR BRODY'S OFFICE

1. *Another locked door! How do I get through this one?*
**A58, B2, C18**

2. *How do I find the antidote that I'm looking for?*
**A5, B27, C23**

3. *How do I know which drug I was injected with?*
**A27, B29, C54**

4. *Is there a key for the filing cabinet?*
**A41, B40, C26**

5. *Once I find the antidote, what next?*
**A33, B20, C57**

6. *Once I'm cured, I won't need anything and I can leave Dr. Brody's office. Right?*
**A59, B25, C6**

7. *Where to next?*
**A60, B44, C19**

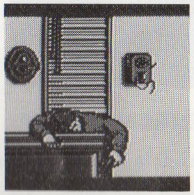
### "ACE" HARDING'S OFFICE

1. *How do I get into the office?*
**A3, B10, C58**

2. *How do I stop the mobster from shooting me?*
**A10, B46, C29**

3. *There are many interesting things in the office but do I need any of them to crack this case?*
**A11, B6, C40**

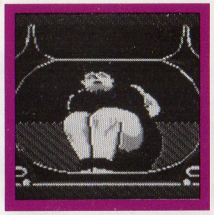
4. *After I leave the office, where to next?*
**A14, B11, C43**



### BACK AT JOES BAR

1. *How do I open the safe in Joe's office?*
**A1, B45, C16**

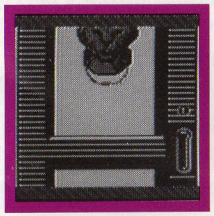
2. *What should I do with the key that I found?*
**A45, B3, C17**



### BACK AT THE MERCEDES BENZ

1. *Once I find the fat lady, what should I do with her?*
**A32, B41, C22**

2. *What should I do with the information the fat lady gives me?*
**A48, B18, C36**



### THE MANSION

1. *O.K., I'm at the mansion. What now?*
**A4, B47, C28**

2. *How do I get into the mansion?*
**A26, B19, C27**

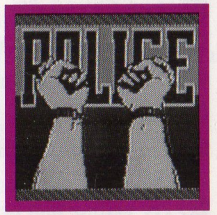
3. *How do I get past the butler?*
**A2, B1, C13**

4. *Is there anything I need from the kitchen?*
**A7, B49, C12**

5. *I can't figure out how to read the sheet of paper with the indentations. Help!*
**A18, B50, C8**

6. *Should I leave the sleeping people alone?*
**A19, B38, C11**

7. *Once I figure out who I'm being framed by, is that it?*
**A20, B54, C15**




### THE POLICE STATION

1. *Why do I get arrested when I bring my evidence to the police station?*
**A22, B55, C46**

1. Since the only safecracker you know is behind bars, thanks to you, you'll need the combination.
2. You didn't come this far to give up and allow this wimp to stand in your way!
3. Maybe there is a key that opens all of the offices in the building.
4. You always knew you weren't cut out for this business. You secretly dream of a blue uniform, a can of dog repellent and a shoulder bag. Now that would be the life!
5. Maybe it's on file.
6. Try opening everything.
7. Only if you have time for a snack.
8. No.
9. The nice looking lady in front of the police station might have a gun you can borrow.
10. Try getting him before he gets you.
11. Did you go through everything in the office?
12. Since this is Joe's Bar, maybe Joe has a key.
13. Push the elevator button and walk in.
14. Try the scene of the crime for more answers. You are still wanted by the police for murder and kidnapping.
15. That must be the ignition key. Look for a trunk key.
16. A locked door never stopped Eliot Ness.
17. Remember that it is better to be safe than sorry, or worse-dead! You can always dump useless objects later.
18. I saw this neat trick in a movie once where a guy steamed open an envelope, read the contents and re-sealed the envelope without anyone knowing. Well, this trick won't help you so you better use your noggin and think of one that will.
19. Well, you don't want to wake them up but you sure would like to know what's on their minds . . .
20. The police are still hot on your trail!
21. Hmm? You say that there is an address on the photograph? Doesn't that spark your curiosity?
22. There is a litle matter of a few papers that incriminate you. Your gun was also the weapon used to kill Joe Siegel. Why should they believe you with all that evidence working against you?
23. Sure
24. He's the nervous type and has an itchy trigger finger. You must have made him nervous.
25. You can try relying on the generosity of the driver but I wouldn't hold out for too long. He doesn't look very patient. Next time, plan ahead.
26. Put your gun away. Heroics aren't necessary here.
27. Your memory loss must be getting worse!
28. "One man's trash is another man's treasure."
29. It probably is not a good idea for a fugitive to spend a great deal of time wandering around the streets in plain sight.
30. Even Pete needs one day off a week.
31. Haven't you read the manual yet?
32. You may need to extract some information from her.
33. Find a way to administer the antidote fast!
34. Knowing your name is helpful but it isn't enough to get you through the game.
35. Did you examine everything in the room?
36. Maybe a key would help.
37. A little gambling never hurt anyone.
38. Did you look for identification?
39. Don't put the key in the ignition!
40. The driver probably needs an address.
41. No.
42. If it's locked, that must mean that a key exists.
43. The slot next to the elevator door looks like it may require a special "key."
44. Not really.
45. Find a lock that it will fit into.
46. Hey, you should always have a #2 around.
47. Who were you going to call?
48. Aren't you a private investigator? Go investigate!
49. You are obviously in no kind of shape to be outrunning alligators. Stand your ground and show this potential pair of shoes who's boss!

ANSWERS

50 You must have stood this lady up last Saturday night! Stop her any way you can but a shoot-out in front of the police station is not a good idea.

51 Maybe he's ignoring you.

52 People usually leave a lot of important junk laying around their car. Look around.

53 You don't have time to draw your gun so you better think of something else fast!

54 Could this explain your memory loss?

55 He doesn't appear to be packing iron so I wouldn't worry about him.

56 Look on the screen for a place to pay him.

57 The drug that you were injected with is slowly weakening you. You better do something about it fast!

58 Guess what? You need another key.

59 Wrong.

60 There is the slight matter of murder and kidnapping that you have obviously forgotten about.



1 Let this guy know who's boss.

2 Do you have any unmarked keys on you? If you don't, retrace your steps.

3 It doesn't appear to be a door key. Maybe it's a car key.

4 Who said gambling doesn't pay? Besides, a little pocket change could come in handy.

5 To allude the police during prohibition, crooked owners had secret rooms built with sewer access.

6 A little information goes a long way. What in the office holds a lot of information?

7 It looks like you'll need another key to get into the trunk. The owner probably keeps it in a safe place.

8 There must be a place you can get some dough.

9 You're gonna have to speak to the guy behind the wheel and tell him where you want to go.

10 Maybe Doctor Brody can open your office with his key.

11 You need to clear your name with the police. Go back to Joe's Bar and see if you can uncover anything that you couldn't previously.

12 What would any gun-toting tough guy do in a situation like this?

13 Pete doesn't like suspicious looking customers hanging around the shop after they have made their purchase.

14 You sure have a way with the dames! You used to be a boxer, so do what your instincts tell you to do.

15 The owner of the car probably has a key.

16 There must be some connection between these vials and your recent memory loss. If only you could remember!

17 Even an unassuming pharmacy bill could come in handy in this game!

18 Since you are all out of ideas, start with the address the fat lady gave you.

19 What do most strangers do when they are standing outside someone's house?

20 A capsule will allow you to administer the antidote. Don't you have one on you?

21 He doesn't look like he has much to say anyway. Find someone else to tell your problems to.

22 How about with a key? I bet Joe keeps one in his office.

23 Have you checked your pockets?

24 I once heard that you can evaluate a person's personality by their garbage.

25 You just never know when you'll have to extract the truth from someone.

26 Maybe this guy carries a wallet. Try opening his pockets and taking a look.

27 The file cabinet might be a good place to start.

28 Your health is slowly deteriorating. The drug that you were injected with is doing its job. Maybe a doctor can help!

29 One of the symptoms of the drug you were injected with is severe memory loss. If this doesn't help, you will need the mysterious empty vials that you should have come across earlier, for a better idea.

30 You'll need to open the elevator by pushing the button. Once you are inside, do the same to operate the elevator.

31 What does this guy know that could help you anyway? You have enough problems already!

32 There should be a slot to put your money in somewhere in the cab.

33 Don't be so quick to jump to conclusions about objects. Their apparent uselessness could be just to throw you off the track.

34 Pete sings soprano in the church choir on Sundays.

35 Check and see if you have anything on you that looks like it might fit into the slot next to the elevator.

36 Either show that punk who's boss or give him what he's asking for and maybe he'll quit bothering you.

37 Maybe you should just give up and find another form of transportation.

38 If only there was something you could give them to make them tell you things that they'd never tell their best friend . . .

39 Even a telephone repairman couldn't fix that phone.

40 Someone must have one somewhere but you don't have time for that now. You better think of a quicker alternative.

41 If only you could give her something that would make her relax and tell you the truth!



42 An address? If I were you, I'd check it out!

43 Detective rule #7: always grab keys, paper with numbers on it and juicy gossip!

44 Now that you're cured, you'll need to clear your name. Try the scene of the crime for more answers.

45 You need the combination. The dead guy must have known it. Maybe he told someone close to him before he got iced.

46 The shadow he makes through the office door makes an easy target.

47 Save the owner a trip and bring in his mail.

48 Since you are suspected of murder and kidnapping, it doesn't take a lot of brains to figure out that you shouldn't be hanging around near the scene of the crime.

49 Unless you are interested in what the cook has on the stove for dinner, I'd concentrate on the rest of the house.

50 You need a way to lightly fill in the indentations so the sheet of paper is readable.

51 Don't take anything if you want to remain defenseless against the elements and bad guys. Use your controller to move the objects into your goods.

52 You can tell your sob story to the police but odds are they won't believe you. It looks like you'll just have to try and get around town without your gun and money. Lotsa' luck!

53 Use your imagination. What would any gun-toting detective do at a time like this?

54 You now need to clear your name with the police and convince them it was Vickers and Sternwood who were framing you for kidnapping and murder.

55 When the cops frisked you in the station, you not only incriminated Sternwood and Vickers but you turned yourself in as well. Walking into the police station with your fingerprints all over the murder weapon, an incriminating I.O.U., file and map wasn't a good idea.

56 The exit box may be of some help.

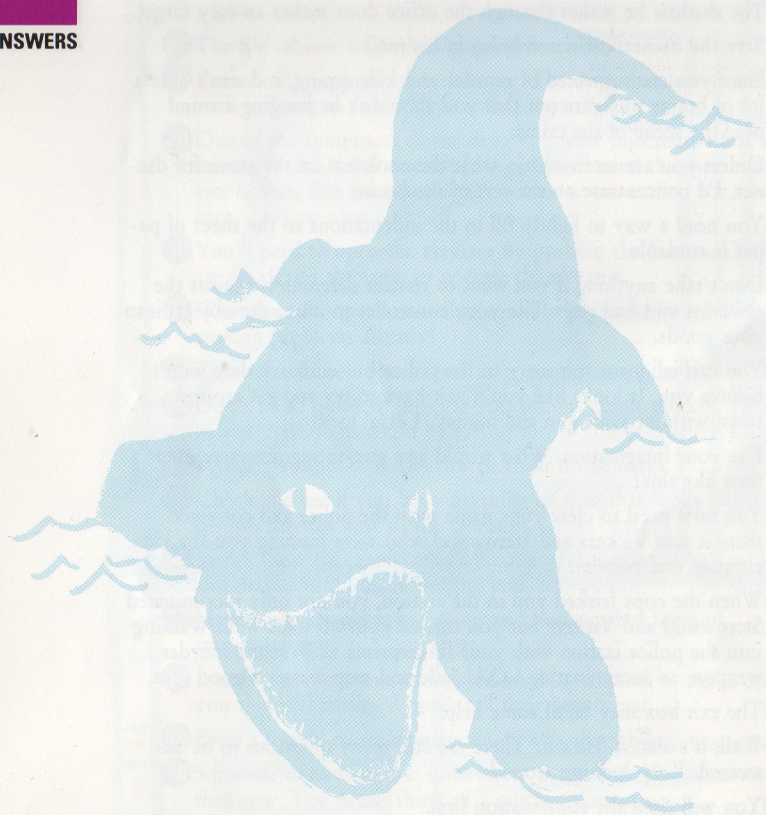
57 Well, it's a start. Isn't it? There are still many questions to be answered. Keep looking around.

58 You will need the combination first.

59 Did you notice that one of the wine bottles is not like the others?

60 I never could figure out why it's called the glove compartment wher nobody keeps their gloves in there. Stuff compartment seems like a more suitable name.

61 You should always check your appearance before you leave a bathroom.





1 Since there are two empty vials, it seems likely that you were drugged with the contents of one of the vials. Unless you have an unfailing memory or a note pad, keep the vials so you can remember the names of the drugs. Doing so could possibly lead you toward an antidote and save your life.

2 Click on the SPEAK command and then on the driver. Now, click on the address in the notebook where you would like to go.

3 You will need the key from the owner. Since he is dead in his office, you my have to take it without asking. Once you have the key, click on the USE command, on the key and then on the car door.

4 Click on USE and then on the elevator button. Do the same inside the elevator to move from floor to floor.

5 A twenty will get this snot-nosed punk to stop bothering you. Click on the USE command, then on a twenty dollar bill and then on the mugger. You can also knock his lights out but that will probably only make him want to get even.

6 You will need the sodium pentathol. Don't forget to fill the capsule.

7 Click on the OPEN command and then on the dead body. His key could lead you to some answers.

8 You'll need to fill in the indentations with the pencil from Joe's office. Click on the USE command, the pencil and then on the paper.

9 You can't enter the gun shop because today is Sunday and Pete sings in the church choir. Try again on Monday.

10 You can't stop the car from blowing up. It's been wired. You will have to find another way of getting around town. Maybe you can hail a cab down the street.

11 You need to use the sodium pentathol on them. Click on the USE command, the sodium pentathol vial, and then on the capsule to fill it. Next, click on the USE command, the capsule and then on the sleeping person.

12 No. Try upstairs.

13 A bust in the snout will get this guy out of your way. Click on the HIT command and then on the butler.

14 Click on the USE command, then on your coins and then on the pay slot.

15 You need to take the evidence you have obtained against Sternwood and Vickers to the police station to clear your name. Review your evidence carefully!

16. Once you have the right combination from the bungalow, click on the USE command, the piece of paper with the combination on it and then the safe.
17. It's the trunk key to the Mercedes parked outside of the bar. Curious? Also take the I.O.U.
18. You'll need the key from the bungalow. Once you have the key, click on the USE command, the key and then on the door.
19. Get back to Joe's Bar (on Peoria Street) and search his office again for more answers. Don't forget to look in the safe. You now must put the pieces of the puzzle together to try and clear your name.
20. You are on the right track! Keep opening and examining objects and explore every location. Doing so will help you answer many questions.
21. You could try reasoning with the alligator. If it won't listen to reason, do what any other sane person would do in your situation– shoot it between the eyes with your gun!
22. You need to use the sodium pentathol on her. Click on the USE command, the sodium pentathol vial, and then on the capsule to fill it. Next, click on the USE command, the capsule and then on the fat lady. Don't forget to remove her gag first.
23. You need to look in the file cabinet for the antidote to the drug you were injected with.
24. There is more than one way to leave the bar. If you want to go through the front door, you'll need the key from the desk in Joe's office.
25. Hang onto the pencil. It will come in handy later.
26. There isn't a key, so you'll have to shoot the lock with your gun. Click on the USE command, your gun and then on the file cabinet.
27. You won't need to use your gun here. A simple knock will do. Click on the USE command and then on the knocker.
28. Open the mailbox and read the contents of the envelope.
29. You need to catch him off guard by shooting him through the door before you open it. Click on the USE command, your gun and then on the office door.
30. You don't have to pay the driver but you run an even greater risk of getting caught by the police until you do pay him. A guy trying to keep a low profile shouldn't be ditching cabbies! Next time, stop in the casino before you go running around town.



31. You need to find an antidote to the drug you were injected with. Get to Doctor Brody's office before it's too late! The address is on the bill in the secretary's office in Joe's Bar.
32. The newsboy can't communicate with you. The SPEAK command wasn't added to throw you off. However, you'll just have to find someone else to talk to.
33. You'll need the "Private Access Card" in your wallet. Click on the USE command, on the card and then on the elevator slot. The elevator doors will open. Do the same to operate the elevator once you are inside.
34. You can gain access to the secret room in Joe's Bar through the sewer. The sewer is also a good place to permanently lose things when the need arises.
35. She's no lady! A bust in the chops will calm her down. Click on the HIT command and then on the dame.
36. Go to the address that the fat lady gave you. From there, things should seem a little clearer.
37. Click on HIT and then on the middle wine bottle on the right and watch what happens.
38. Click on the OPEN command and then on the waste basket. Since you were injected with a drug that has made you lose your memory and is weakening you at this very moment, you will need the capsules to administer an antidote.
39. There is another key that opens the trunk. It is in the safe in Joe's office.
40. You need to take file #5 from the file cabinet. You will need to get rid of this evidence later.
41. You will need the diary, the key and the papers with the numbers on them.
42. You should come across the combination later in the game. Keep your eyes open for it. When you do find it, come back and open the safe.
43. The police are still on your trail! Go back to Joe's Bar and open the safe in Joe's office. This should help answer even more questions and lead you to a great big (I mean really big) surprise.

44 Open the glove compartment and EXAMINE the three items in it. The registration will give you an address while the map and the snapshot will help you to piece your memory back together. Take these with you.

45 You're going to take advice from this guy? He doesn't know anything that you can't figure out yourself. Hold onto your money.

46 Before the police can even begin to believe your story about Sternwood and Vickers framing you, you need to dump the gun that killed Siegal, the I.O.U., the map from the glove compartment and the file from your office into the whirlpool in the sewer where they'll be lost forever. Click on the LEAVE command, the object you want to throw away and then on the whirlpool. If it won't let you then you've missed something and you should retrace your steps.

47 To clear your name, you better get on the case right away and try to answer some questions–namely, why you are being accused! Until then, do your best to stay off the streets.

48 After you buy bullets, it's a good idea to load your gun elsewhere. Hanging around the gun shop too long makes Pete edgy.

49 While you still can, you better investigate the address on the photograph immediately.

50 The best way to get through the game and remain alive is to explore and examine every object and location possible. When you find an object that you think you may need later, click on the TAKE command, and then on the object. Now, wouldn't a trench coat and a gun come in handy?

51 There isn't a key to the bungalow. You'll need to shoot the door down with your gun. Click on the USE command, on the gun and then on the door.

52 You need to open the stall door before you can leave. Either click on the OPEN command and then on the exit box or click on the OPEN command and then on the stall door. To leave, either click on the MOVE command and then on the exit box or click on the MOVE command and then on the stall door again.

53 You can't get your gun or money back. Try going back to a saved game. Rule #1: Save your game early and often.

54 The empty vials that you should have come across in the weird room upstairs in Joe's Bar can narrow it down for you. Use the names on the vials along with your symptoms to help you find the correct antidote from the file cabinet.

55 Don't bother trying to make calls because the phone doesn't work.

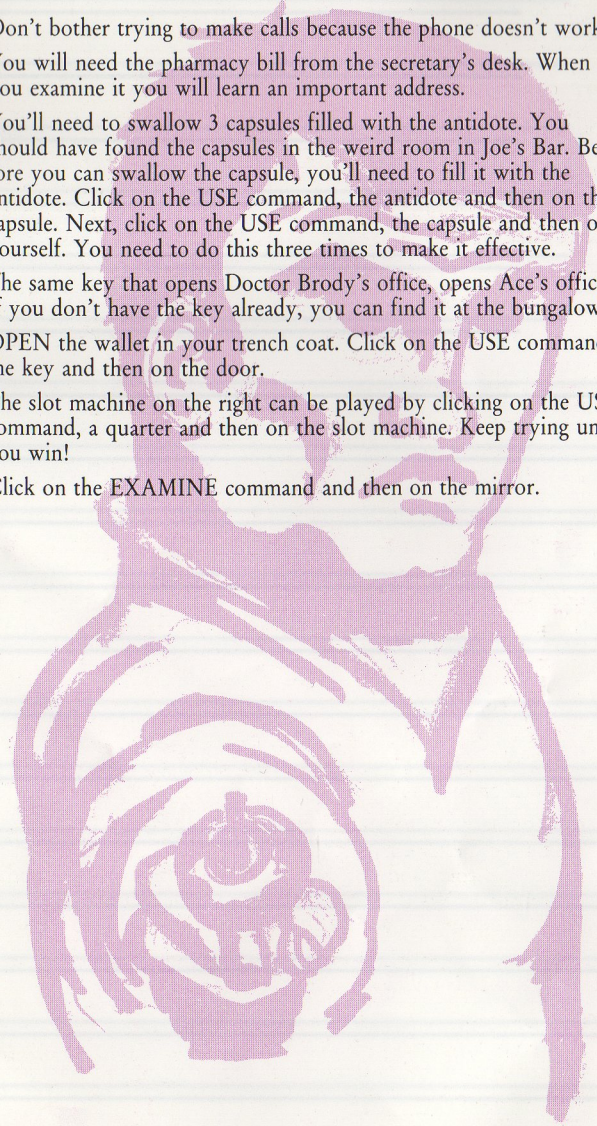
55 Don't bother trying to make calls because the phone doesn't work.

56 You will need the pharmacy bill from the secretary's desk. When you examine it you will learn an important address.

57 You'll need to swallow 3 capsules filled with the antidote. You should have found the capsules in the weird room in Joe's Bar. Before you can swallow the capsule, you'll need to fill it with the antidote. Click on the USE command, the antidote and then on the capsule. Next, click on the USE command, the capsule and then on yourself. You need to do this three times to make it effective.

58 The same key that opens Doctor Brody's office, opens Ace's office. If you don't have the key already, you can find it at the bungalow.

59 OPEN the wallet in your trench coat. Click on the USE command, the key and then on the door.

60 The slot machine on the right can be played by clicking on the USE command, a quarter and then on the slot machine. Keep trying until you win!

61 Click on the EXAMINE command and then on the mirror.